

Conflict of Heroes Play Summary (2nd Edition)

During each round, players take alternating turns to do an action. At the beginning of each round (unless the firefight states otherwise), both players roll 2D6 to determine who gets the Initiative, at end of Pre-Round Sequence.

On each turn, each player has four ways to take actions

1. Action with activated unit (only 1 at a time); spend AP; becomes spent when all AP used. 7AP pool for each unit; indicate on Track Sheet (Optional Variable AP Rule: roll 3 2D6 for unit to be activated, then add high and low to use as your AP; Additional Fog of War: roll dice under cup, keeping results secret, then player keeps track of how many APs used, then show result to opponent once unit is spent)
2. Opportunity action with unused, non-activated unit. Becomes spent immediately.
3. Command action with any unit by spending CAPs.
4. Play a card as an action on any unit.
5. Stall by spending 1AP/CAP.
6. Take no action and pass. Any activated unit must be marked as spent.

Round ends when each player passes consecutively. Refer to Summary Sheet for Pre-Round Sequence.

CAPs may be used for:

1. Supplementing APs on a 1:1 basis
2. Paying for a command action
3. Modifying any of your die rolls by 1 or 2, stall, or play a card.

Each destroyed unit lowers CAP by 1, except for trucks/wagons. If destroyed unit goes on space where CAP marker is, the player loses 1 CAP immediately and moves CAP marker 1 down. See Firefight for CAP starting number for each commander. Mark number on Sheet.

Units: All units' facing must be toward hex side, not corner.

Foot Movement:

Play red number in top right of counter in AP to move.

Can move into one of 3 front hexes.

Can move into one of 3 flank hexes for +1AP.

May pivot after moving before reaction.

May pivot before moving, or if not moving, for 1AP.

Optional Cautious Movement Rules - Normal Move: +0AP, -1DM if fired upon immediately in following turn. Cautious Move: +1AP, +0DM if fired upon immediately in following turn.

Line of Sight: If line drawn from center dot of attacking hex to center dot of target hex is free of any blocking terrain, LOS is established. Units do not block LOS or firing.

Combat: 3 front hexes extending outward from unit's facing arrow represent unit's arc of fire. Unit may only shoot in this arc.

Action: AP to attack is top left black number on counter.

AV = FP + 2D6 + CAPs (1 or 2/die roll); -2 (if long range [more than range but less than 2x the range]); +3 (if adjacent)

DV = DR (front or flank) + terrain DM; flank DR is used if firing originates from outside unit's arc of fire (bottom right corner of unit counter, top number; front DR is bottom number)

Roll for each unit in target hex, both enemy and friendly. Red FP against Red DR (soft target), same with Blue (armored).

AV ≥ DV - hit (take foot hit counter and put under unit with yellow side hidden; if KIA counter, destroyed immediately);

AV ≥ DV + 4 - destroyed; 2nd hit - destroyed.

Only need to show yellow side when affected stats are used in play.

Close Combat - combat in same hex. Can only target 1 unit in CC. Resolved same as combat, but with following modifiers:

+4 FP for normal units.

-2 FP for units having a white box around FP.

Rally - an action for 5AP

2D6 ≥ rally number = success.

+1 to die roll if stacked with un-hit unit; +1 if in cover (not walls).

Cannot rally if in CC with enemy unit.

Hidden Units - note unit and location on sheet of paper.

Reveal if: Unit takes an action other than hidden movement or stalling; stacks with friendly un-hidden unit; fired at and hit; stacked with enemy in +1 cover or greater; LOS and within 2 hexes of enemy unit in open ground. When revealed, choose facing.

Hidden Movement: only unburdened foot units (units with move cost of 2 AP or less) move 1 hex for 7AP in open terrain (4AP for cover) and stay hidden - note on sheet. No other movement modifiers.

Hiding: Only unburdened foot units can hide, using AP. Hide for 7AP within 1 hex of position - all hexes must be out of LOS of enemy. Note on sheet. Group can hide.

Hills - No Δ on hex = L0; Δ on hex = L1; ΔΔ on hex = L2

Uphill movement: +1AP per level, including roads; vehicles can't go across steep hills. Unit attacked by units on lower level: +1DM. Unit attacking units on lower level: +1FP.

Unit has LOS to higher level target hex if no obstacles of equal or greater level than target hex are between the two. Unit has LOS to lower level target hex if no obstacles of equal or greater level than firing unit hex are between the two. For LOS purposes: Woods and buildings = L1 obstacles; L1 obstacles are added to hill level.

Cards - played as action or in addition to action; some are free, some cost AP/CAP.

Green: give you AP/CAP actions.

Blue: play in addition to any action, including an action card or as directed by card.

Orange: VP or reinforcement events; look at firefight.

Red: weapons used by any unit on the map.

Circle symbols on cards:

Purple - may be used as Group action with CAPs.

Fire - Weapon attack always against flank DR.

Green - Weapon attack is action.

Shared Activations

Units may share AP pool. Player may add units at will. Units need not be in adjacent or the same hexes. When AP pool is used up, all units sharing activation are spent.

-Group Actions (subset of shared activations)

Same action performed by stacked/adjacent units as group.

Activation group: only unused units in group.

Opportunity group action: only unused units in group.

Command group action: unused/used/active units in group, using only CAPs.

Card group action: can be unused/used/active in group, using only CAPs.

Group movement: Pay only AP cost of moving unit with highest cost to move. Not all units in group move must move.

Group fire: FP of fire leader + 1 FP per support unit in group. Only FL pays cost of AP. Supporting units must have FP greater than 0 (including range bonuses); also must be in FL's hex or any of adjacent hexes, have target hex in arc of fire, have clear LOS, be in range (not long range), and not have hit marker affecting their FP. In CC, units can only group fire with friendly units in same hex.

Group rally: spend same APs as for individual unit.

Mortars

Can fire direct (LOS) or indirect (no LOS).

Indirect fire: must use spotter hex, which is any hex with LOS to and within 2 hexes of mortar, not enemy occupied. Mortar has LOS from spotter hex for all purposes.

Fire is resolved against target units' flank DR.

Fire against Red DR in heavy woods does not receive +2DM.

Cannot fire from bunkers. Mortars get elevation bonus using spotter.

Off Board Artillery

One turn delay - note target hex at start of turn.

Next turn - OBA package delivered on target hex and 6 surrounding hexes.

Make separate attack against each target unit/hex.

Resolve vs flank DR; Red DR in heavy woods get no +2DM.

Look at firefight for any rule changes.

Smoke: +2DM on round placed by any units firing – blocks LOS through hex. Also negates vehicle movement bonus (see below). Units receiving fire from or to +2DM smoke hex receive +2DM. Flip smoke counter to show +1DM on following round – does not block LOS through hex. Units receiving fire from, through, or to +1DM smoke hex receive +1DM.

Smoke counters can stack and are cumulative.

Mortars \geq 8cm can fire smoke at a target hex.

OBA can fire smoke at target and 6 surrounding hexes.

Pioneers can place smoke in their own or adjacent hex.

Other units may not fire smoke unless specified by firefight.

Vehicles – same movement as foot movement (tracked is blue, wheeled is green) with following additions:

Tracked bonus: move +1 open/road hex per symbol for free.

Wheeled bonus: road to road, move +1 hex/symbol for free. No wheeled bonus if other vehicles on road hex.

Backwards movement: no bonus, +1AP.

Immobilization: 2D6 after entering “!” < 6 = immobilized.

If vehicles move through hex without stopping they cannot be engaged in CC.

Combat is same as foot with these additions:

Turrets (white circle on top left): can fire outside arc of fire for +2AP.

Opened Topped vehicles: White box with red border around blue flank DR acts as red DR when attacked by arty, mortars, HE explosive cards, or CC.

Cover: +1DM for unburdened foot units not transported in same hex as vehicle. 2 or more vehicles do not add more DM to units.

Some vehicle hit counters may not be removed by rally, as shown on counter. Destroyed counter is for vehicles instead of KIA counter.

Trucks and wagons: Trucks may CC (though it is weak). Wagons cannot attack.

Transport

Loading/towing, unloading, and movement are group actions by the transported unit(s) and the transporting unit.

All vehicles can transport 1 foot, pull 1 gun, or tow 1 wheeled vehicle. (Exception: 1 rifle and 1 LMG can load onto 1 vehicle).

Only tracked units can tow other tracked units.

Loading/Unloading: pay move cost of transported unit only; loading: place unit on top of vehicle in same direction; unloading: place unit under vehicle in any direction player wants.

Transporting/towing: transported/towed units receive no vehicle cover (exception of APCs) and cannot fire.

Movement of vehicle and transported unit: pay move cost of vehicle only.

APCs: +2 cover for all transported units.

Fire vs: attack both vehicle & transported unit; if APC is destroyed in an attack, transported units still receive +2DM for that attack.

Forts/Obstacles – DM stacks with terrain DM

Only 1 of each type of fort/obstacle per hex; units under fort receive benefit. Forts/obstacles do not block LOS.

Forts

Close Combat: occupier receives fort benefit only.

Hasty Defence: made in any hex for 7AP (or action card) for any foot unit. Removed if destroyed, or if maker moves/pivots/killed. Only cover for unit making it, +1DM from all directions.

Trenches: No wheeled units/guns in trenches. Units in trenches can fire in any direction. +2DM from all directions.

Bunkers: Only unburdened foot units, ATGs, and arty guns may occupy bunkers. MTR cannot fire from inside bunkers; they and all other units may enter bunker hex, but are outside bunker. Bunkers can only fire/have LOS in facing direction. +3DM from flank attacks (add to flank DR), +5DM from frontal attacks (add to front DR). Fort is hit and destroyed if $AV \geq DR + \text{terrain DM}$ = remove.

Simultaneous fire: 1 die roll per fort and each unit inside/outside fort on hex.

Units inside still get fort DM if fort is destroyed in attack.

Units in forts use flank DR vs flank/MTR/arty/CC attacks.

Empty forts can be attacked.

Obstacles

Wire: Foot entering wire must announce and spend +D6 AP.

Not enough APs/CAPs? Must end action and lose remaining AP.

Tracked vehicle destroys wire on entry. Wheeled vehicles cannot enter.

Road Block: Foot units not affected. Wheeled vehicles cannot enter.

Tracked vehicles must announce and spend +1D6 AP. Not enough APs/CAPs?

End action and lose all AP. +1DM for all units in hex.

Mines: May be placed openly or hidden. Attacks all units that move into mined hex or take any action when on mined hex other than fire, rally, or spotter for arty. Attack hits if 2D6 (rolled by mine owning player) \geq 8 – no terrain/fort DM mods. Units moving out of mine hex not affected.

Obstacle is hit and destroyed if $AV \geq DR + \text{terrain DM}$ = remove.

Simultaneous fire: 1 die roll per obstacle and each unit on hex.

Units still get obstacle +DM if obstacle is destroyed in attack.

Pioneers

Reveal mines when in same hex, but do not trigger mine attacks. Can place +2DM smoke in same or adjacent hexes. Flamethrower capability with range of 1.

Flamethrowers

Certain tanks and pioneers have flame symbols. They may attack normal or with flamethrowers.

Flamethrowers attack with 2 blue or red FP with max. range of 1 (no long range allowed). Short range and CC modifiers apply. Always attack against defender's flank DR and all defense modifiers ignored. Hull-mounted flamethrowers (black background with fire, next to Red FP) only fire in the front arc. Turret-mounted (white background with fire, also next to Red FP) may spend +2AP to fire outside front arc.

3 - 4 Player Game

Each player gets track sheet and force to command. Players decide at beginning of game (1) whether turn order alternates between sides (ex., Soviet 1, then German 1, then Soviet 2, then Germans 2, etc.), or (2) if all players from 1 side consecutively take their turns (ex., Soviet 1 and 2, and then German 1 and 2). Players roll for initiative individually at beginning of round (with exceptions stated at beginning of this play summary sheet) with high roller (with option 1 above) or high roller side (with option 2 above) taking first action(s). Players may also decide to take turn order from highest to lowest initiative. When all but 1 player passes consecutively, round ends. Card may not be traded among allied players. Victory conditions awarded to player moving onto victory hex first, etc. Players of a side may decide to have group or individual win.

2 Players playing 3-4 Player Firefight

Add up all CAPs minus 1 for each faction onto track sheet. Draw and combine cards for both factions into one hand for each player. Player of each side controls all forces and activates in any way he wishes.

If 3 players play 4 Player game, it is not recommended to consolidate any of the forces (neither CAPs nor cards). Use 2 Track Sheets for lone player and assign cards to appropriate force.

FF #12 Demolition Errata (almost 100% sure): Germans Enter Round 1, not 3 (reasoning: German units are lead elements; found in AtB 1st Edition FF book)!

Use this aid with the Summary Sheet and FF Book. Also, this player aid supercedes any errors found in the Summary Sheet and FF Book.